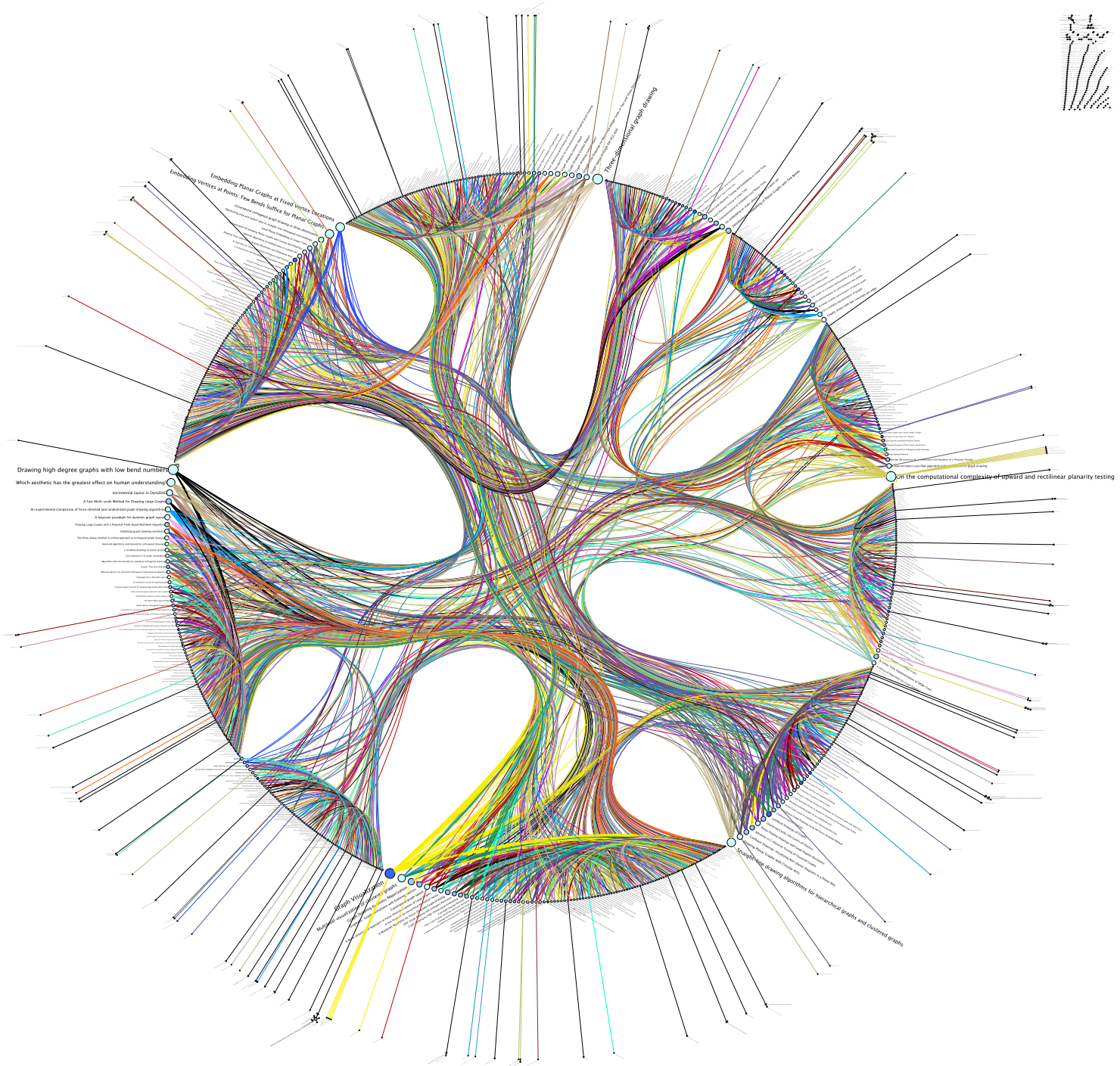
Three-dimensional graph drawing
Embedding Planar Graphs at Fixed Vertex Locations
Embedding Vertices at Points: Few Bends Suffice for Planar Graphs
Drawing high degree graphs with low bend numbers
Which aesthetic has the greatest effect on human understanding?
Incremental layout in DynuDAC
A Fast Multi-scale Method for Drawing Large Graphs
An experimental comparison of force-directed and randomized graph drawing algorithms
A bayesian paradigm for dynamic graph layout
Drawing Large Graphs with a Potential-Field-Based Multilevel Algorithm
Visibility graph drawing and k-planarity
The three-phase method: A unified approach to orthogonal graph drawing
Improved algorithms and bounds for orthogonal drawing
Calculating drawings of planar cubic graphs
Fast interactive 3-D graph visualization
Algorithm and data for best bit-level rectangle packings
Graphs, The Fix Project
Efficient Bottom-Up Maximum Entropy Discretization
Improved Force-Directed Layouts
An Empirical Study of Force-Directed Algorithms
A Mass-Impact Popper for Drawing High-Quality Bipartite Graphs
Area-universal rectangular layouts with constrained bends
Embedding a planar triangulation with vertex boundary on a polygon
On Bitonic Edge Labelings of Acyclic Digraphs
Planar Bend-Minimum Orthogonal Drawings of Plane 3-Graphs
Orthogonal Drawings with Few Layers
Orthogonal Drawings with Few Layers of Arbitrary Width
Orthogonal Drawings with Few Layers
Orthogonal Drawings with Few Layers
Orthogonal Drawings with Few Layers